PlayStation™

NTSC | U/C

KONAMI XXL SPORTS SERIES™

GOAL STAR

PlayStation™

KIDS TO ADULTS

AGES 6+

SLUS-00055
17001

KONAMI.

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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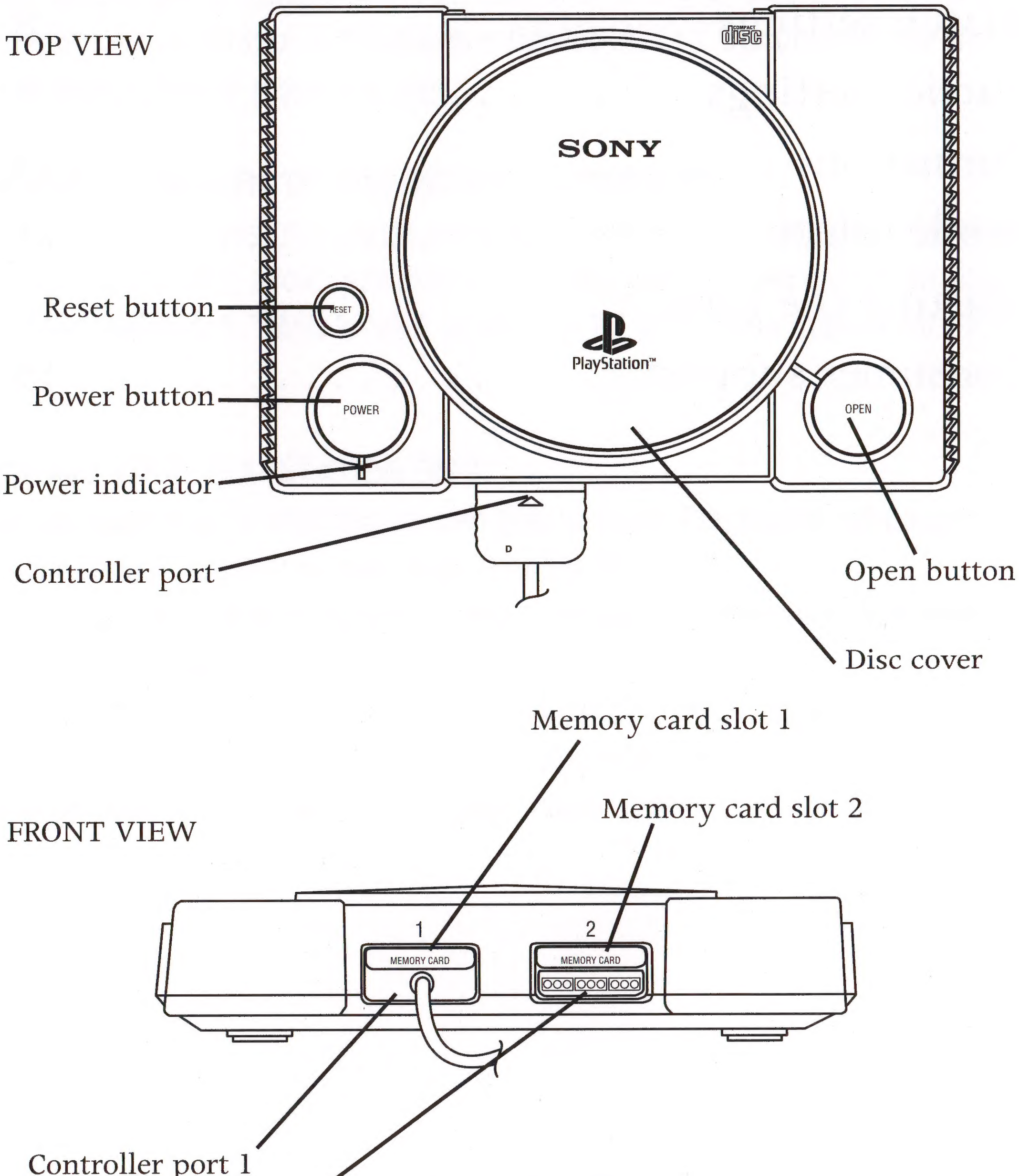
WARNING

GOAL STORM™ is an original game developed by KONAMI CO., LTD. KONAMI CO., LTD. reserves all copyright, trademarks and other industrial property rights with respect to this game.

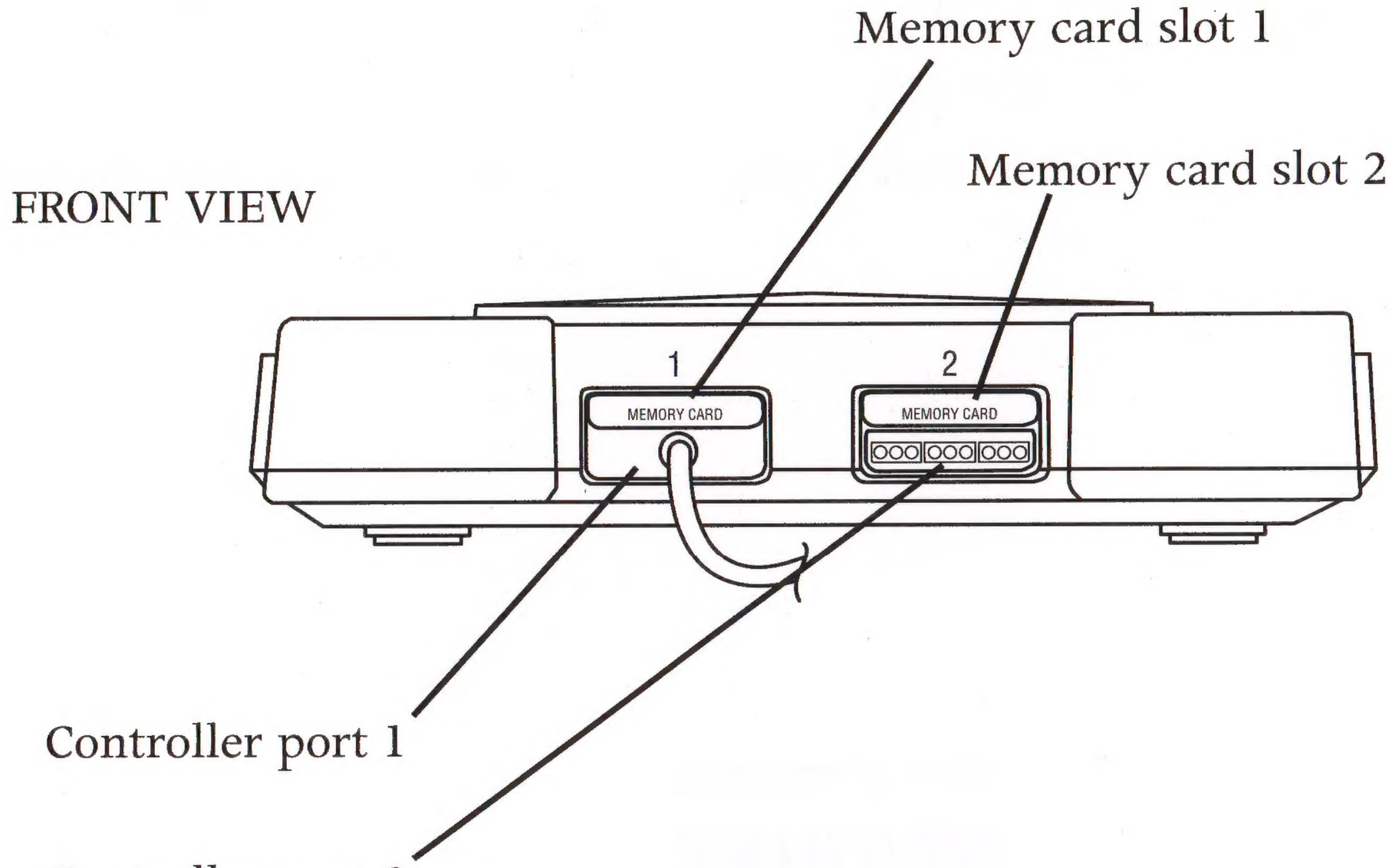
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation game console power is off before inserting or removing a compact disc. Insert the ***GOAL STORM™*** disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Thank you very much for purchasing Konami's ***GOAL STORM™***. Before playing, please read this manual carefully to ensure correct use.

TOP VIEW



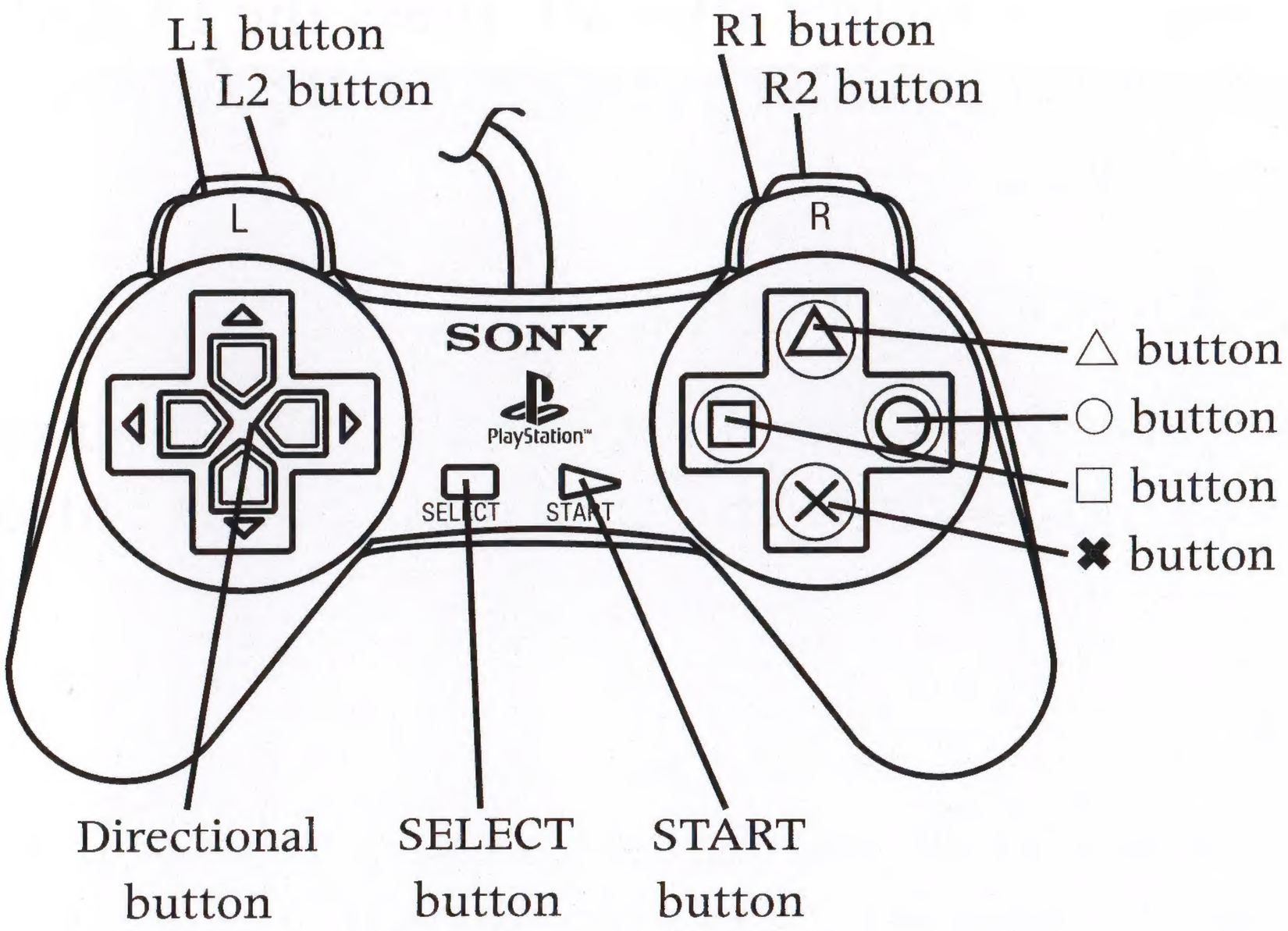
FRONT VIEW



GAME CONTROLS

USING THE CONTROLLER

You can change the functions of the controller buttons in Key Configurations mode .



Offense	Button	Defense/Goal Keeper
Move player	Directional button	Move player
Pause	Start button	Pause (Change match settings when the ball goes out of play)
Change camera angle during play	Select button	Change camera angle during play
Long pass	○ button	Switch players/Kick
Short pass	X button	Tackle/Throw
Centering	Δ button	Hold down to make goal keeper grab for ball/Kick
Shoot Hold button down and select shooting position with the Directional button	□ button	Sliding Tackle/Throw
Header	R1	Header
Right curve on ball	R2	
Overhead kick	L1	Overhead kick
Left curve on ball	L2	

UTILIZING TACTICS:

Press the R1 and R2 buttons at the same time when you are ready to utilize your tactics. If you decide you don't want to use these tactics after all, press the L1 and L2 buttons immediately after pressing the R1 and R2 buttons to cancel.

THROW-INS AND CORNER KICKS:

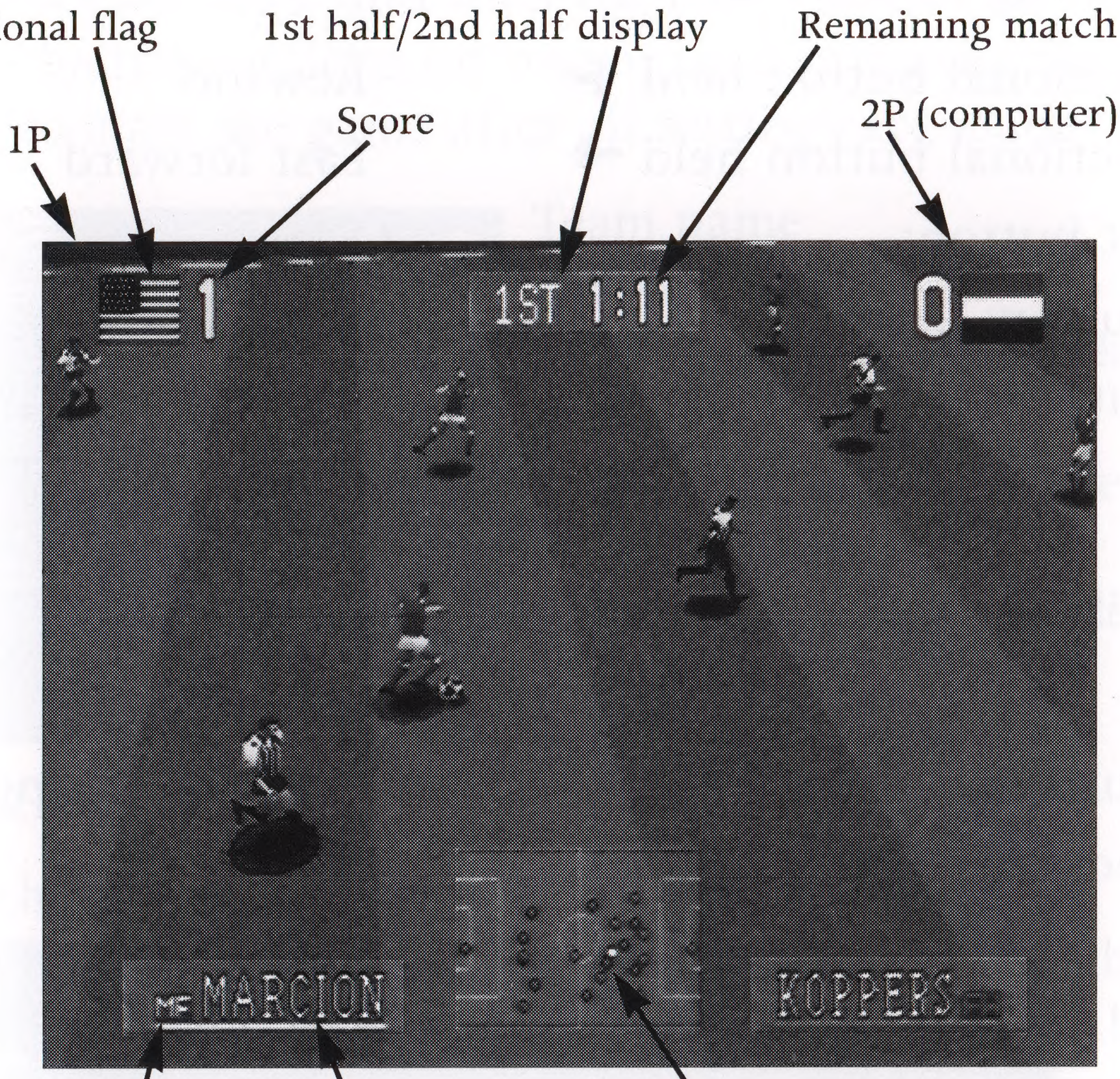
Press the Directional button in the direction you want the throw or kick to go, and press the X or O button to execute.

FREE KICKS:

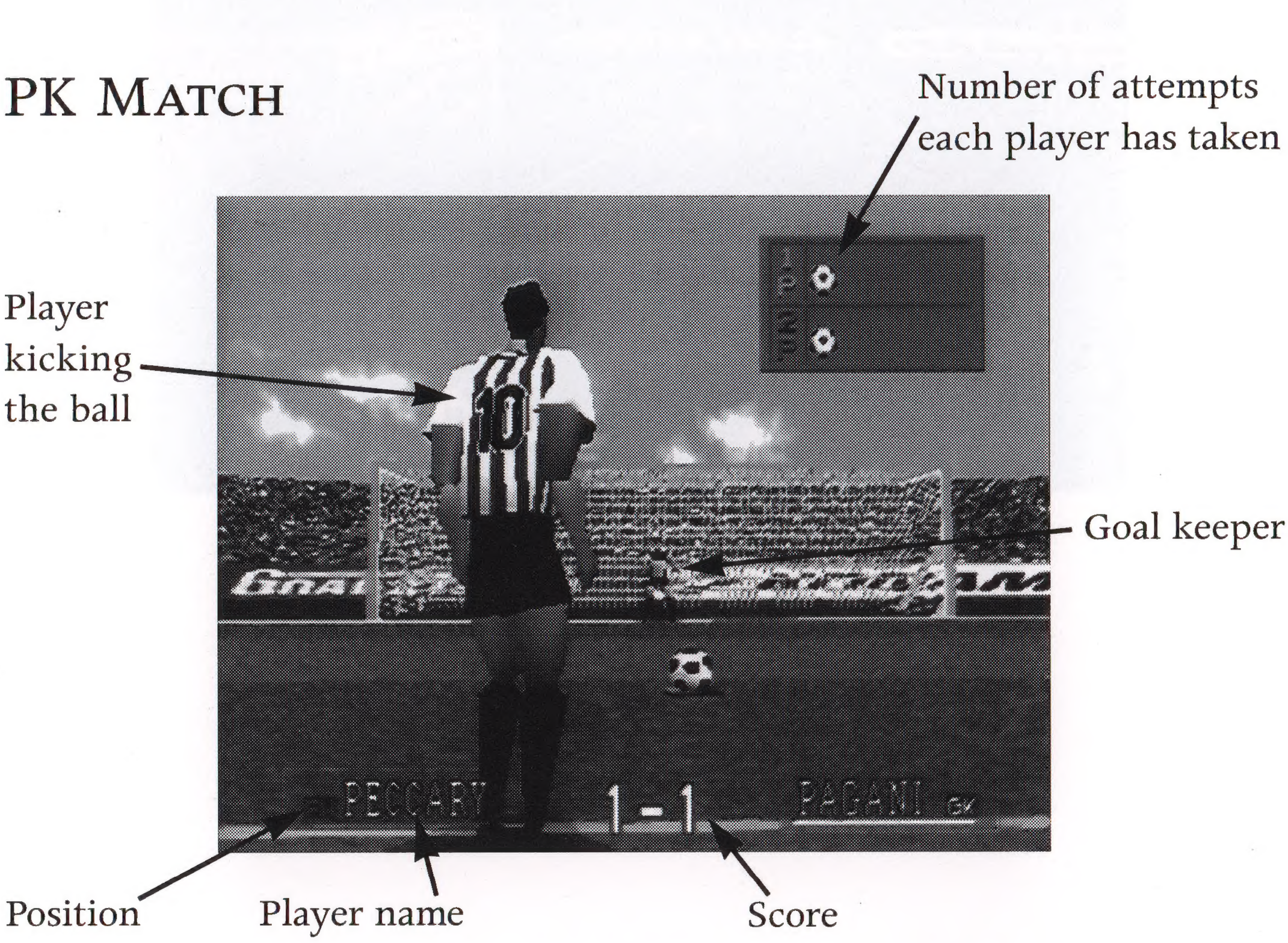
Press the Directional button in the direction you want the ball to go, then run towards the ball and kick it. The controls are the same as those for a normal kick.

GAME SCREEN

During the match



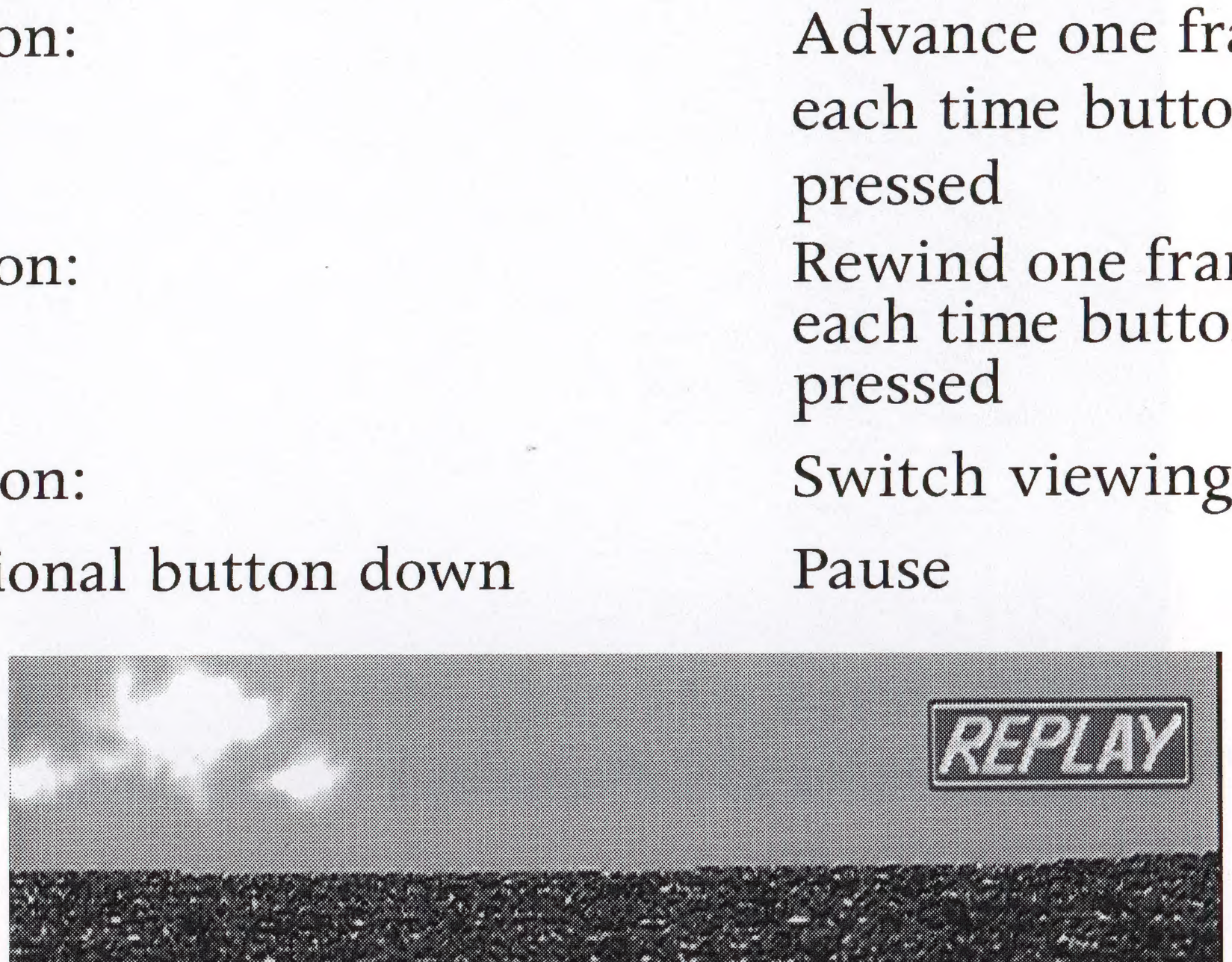
PK Match



Instant Replay

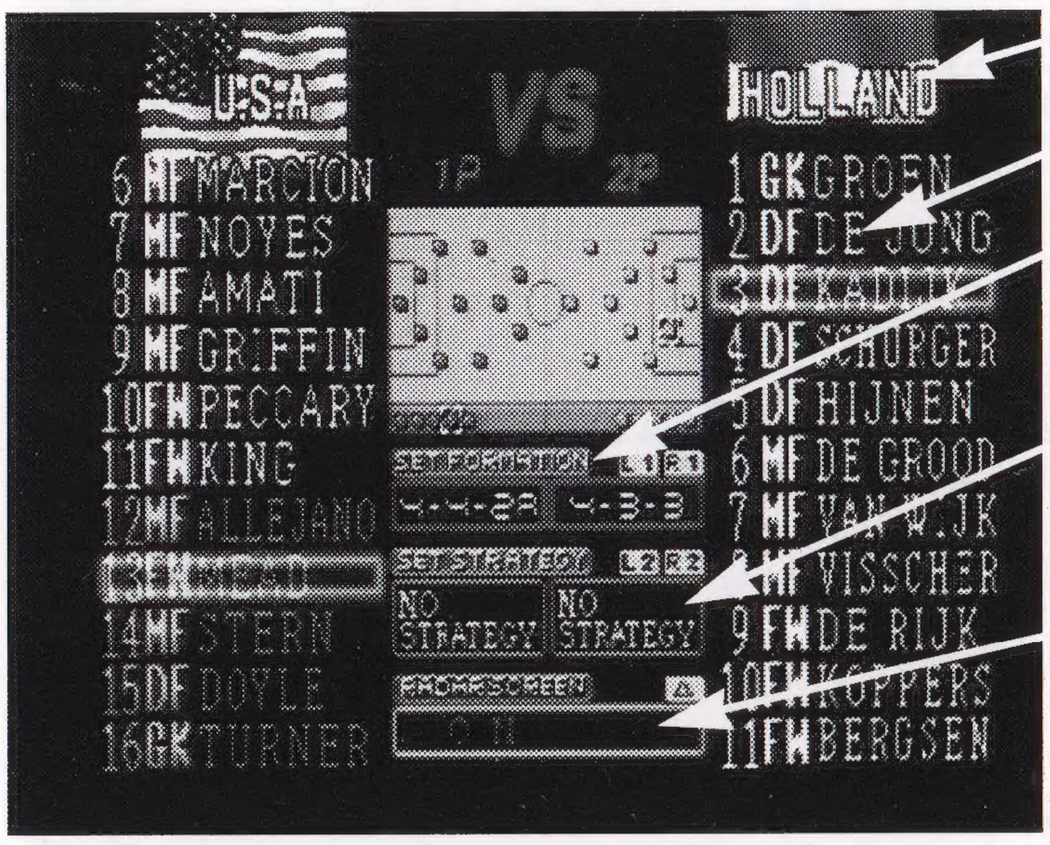
Press any button except the Start button during a replay to pause. You can then execute any of the following commands:

Directional button held ←	Rewind
Directional button held →	Fast forward
Start button:	Exit
Δ button:	Normal replay
○ button:	Advance one frame each time button is pressed
□ button:	Rewind one frame each time button is pressed
X button:	Switch viewing angle
Directional button down	Pause



MATCH SETTINGS

Match Settings lets you set match formation, players, and tactics settings, and turn the radar screen on or off. Follow the instructions on screen, and press the Start button to start the game after all settings are made.



Team name
Player name
Formation (Use the L1 & R1 buttons)
Tactics settings (Use the L2 & R2 buttons)
Radar screen on/off (Use Δ button)

SWITCHING PLAYERS

Select the player you wish to switch with the Directional button, and press the X button. Select the replacement player in the same way. The switch is then complete. You can switch most players freely, except for goal keepers–a goal keeper can only be replaced by another goal keeper.

TACTICS SETTINGS

Offside trap

Your team quickly forms a defense line.

Counter-attack

All members of your team except the defenders move together into the opposing team's area to attack.

All defense

All members of your team take up defensive positions in your team's area.

All attack

All members of your team move offensively into the opposing team's area.

FORMATIONS

4-4-2 A

4-4-2 B

A defensive formation with two kinds of zone defense. The A type has a double-sided defense which is effective against an attack coming from both sides. The B type is most effective against center attacks.

4-3-3

An offensive formation which gives you opportunities to execute a variety of different attacks.

4-5-1

A balanced formation that lets you take advantage of chances to attack while keeping your defenses firm.

4-2-4

A fast-moving attack formation.

5-3-2

A defensive formation which emphasizes strong defenders.

3-5-2

An offensive formation which allows you to attack strongly.

MODE SELECT

Press the Start button at the Title screen to go to the Mode Select screen. Use the Directional button to select a mode, and press the X, or Start button to move to the Select screen for that mode. Press the ○ or Select button to cancel.

Exhibition (1 or 2 players)

Choose whether to play against a friend (1P VS 2P) or the computer (1P VS CPU), then select your team.

* To play against a friend, you need an extra controller (sold separately).

Hyper Cup (1 player)

Select your team, and test your skills in a series of matches. If you have a Memory Card you can save match results.

Key Configurations

Lets you change the button settings of your controller. Select the button whose function you wish to change with the Directional button, and press the X button. Then select the button with the function you wish to transfer in the same way. The functions of the two buttons will then be switched. Press the ○ button or Start button to exit.

Options

Lets you change time, ground condition, computer difficulty level, and sound settings. Use the Directional button to make changes and the Start or ○ button to exit.

STARTING THE GAME

Select a mode to enter it. Use the Directional button to select an item, the X, or Start button to set, and the ○ or Select button to cancel.

EXHIBITION

1. Choose to play against the computer or against a friend.

2. Select your team.

3. Set the game settings.

4. When everything is set, the game begins.

HYPER CUP

1. The Memory Card screen will be displayed. To start a new game, choose BEGIN. To load saved data and continue playing from where you last left off, insert the Memory Card into Memory Card Slot 1, choose CONTINUE and select the desired data block.

2. Select your team.

3. The preliminary match chart will be displayed. There are six preliminary match groups, from A to F. If you make it through the preliminaries, you move into the tournament. The tournament chart will then be displayed.

4. Set the game settings.

5. When everything is set, the game begins.

6. If you lose the match, the game ends. If you win, you continue playing in a new match.

7. To save match results, insert the Memory Card into Memory Card Slot 1, and select YES when the SAVE DATA? message appears. Select NO if you decide not to save the results.

NOTES

Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the *Konami Game Hint & Tip Line* for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line
1-900-896-HINT (4468)

- ✆ 85¢ per minute charge
- ✆ $1.15 per minute support from a game counselor
- ✆ Touch tone phone required
- ✆ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability are subject to change. U.S. accessibility only.

Online Support

Konami is available online from:

CompuServe: Click FIND then type **konami**. We are in the videogame publisher's forum. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your FREE introductory membership and $15 usage fee credit.

Reach us on the World Wide Web at: **www.konami.com**

E-mail us at **76004.3530@compuserve.com**

KONAMI

KONAMI XXL SPORTS SERIES™

GOAL STORM™

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